AMENDMENTS TO THE CLAIMS

Please amend the claims as follows.

1. (Original) A method of processing video data in a receiver/decoder comprising at least one port for receiving data and memory means comprising a data buffer area for storing incoming data for display, and a graphics buffer area for storing graphics data, said method comprising passing graphics data stored in the graphics buffer area to the data buffer area for combination with display data stored therein.

2. (Currently Amended) A method according to claim 1, wherein the data buffer area comprises two data buffer sub-areas, said incoming display data being directed into one of said data buffer sub-areas at a time.

3. (Currently Amended) A method according to claim 2, wherein the two data buffer sub-areas are interchanged so that further incoming display data is stored in ~~the other~~ a first of the two data buffer sub-areas and graphics data stored in the graphics buffer area is passable to ~~the other~~ a second of the two data buffer sub-areas.

4. (Currently Amended) A method according to claim 3, wherein the two data buffer ~~two~~ sub-areas are interchanged immediately after graphics data stored in the graphics buffer area is passed to one of the data buffer sub-areas.

5. (Original) A method according to claim 1, wherein the graphics buffer area comprises a plurality of graphics buffer sub-areas in which graphics data is stored, graphics data being passed to the data buffer area from a selected one of the graphics buffer sub-areas.

6. (Original) A method according to claim 1, wherein the combined graphics and display data is further combined with other received data to provide video data.

7. (Original) A method according to claim 6, wherein graphics data stored in the graphics buffer area is passed into the data buffer area for combination with display data stored therein immediately before the thus combined graphics and display data is combined with said other received data.

8. (Original) A method according to claim 1, wherein the video data comprises four layers of data, said combined graphics and display data comprising one of said layers.

9. (Original) A method according to claim 8, wherein the four layers of data comprise said combined graphics and display data layer, a stills data layer, a moving image data layer, and a cursor data layer.

10. (Original) A method according to claim 9, wherein the moving image data layer and the display data comprise at least part of an MPEG datastream.

11. (Original) A receiver/decoder comprising at least one port for receiving data, memory means comprising a data buffer area for storing incoming data for display and a graphics buffer area for storing graphics data, and means for passing graphics data stored in the graphics buffer area to the data buffer area for combination with display data stored therein.

12. (Previously Presented) A receiver/decoder according to claim 11, wherein said data buffer area comprises two data buffer sub-areas, and the receiver/decoder further comprises means for directing incoming data into one of said data buffer sub-areas.

13. (Original) A receiver/decoder according to claim 12, further comprising control means, the directing means being arranged to direct incoming display data to one of the data buffer sub-areas as specified by said control means.

14. (Currently Amended) A receiver/decoder according to claim 12, further comprising means for interchanging the two data buffer sub-areas so that further incoming display data is storable in ~~the other~~ a first of the two data buffer sub-areas and graphics data stored in the graphics buffer area is passable to ~~the other~~ a second of the two data buffer sub-areas.

15. (Original) A receiver/decoder according to claim 14, wherein the interchanging means is adapted to interchange the two data buffer sub-areas immediately after graphics data stored in the graphics buffer area is passed to one of the data buffer sub-areas.

16. (Previously Presented) A receiver/decoder according to claim 11, wherein the graphics buffer area comprises a plurality of graphics buffer sub-areas in which graphics data is

storable, graphics data being passable to the data buffer area from a selected one of the graphics buffer sub-areas.

17. (Original) A receiver/decoder according to claim 11, further comprising means for combining the combined graphics and display data with other received data to provide video data.

18. (Original) A receiver/decoder according to claim 17, wherein the passing means is arranged to pass graphics data stored in the graphics buffer area into the data buffer area for combination with display data stored therein immediately before combining means combines the combined graphics and display data with said other received data.

19. (Original) A broadcast and reception system including a receiver/decoder according to claim 11, and means for broadcasting said data.